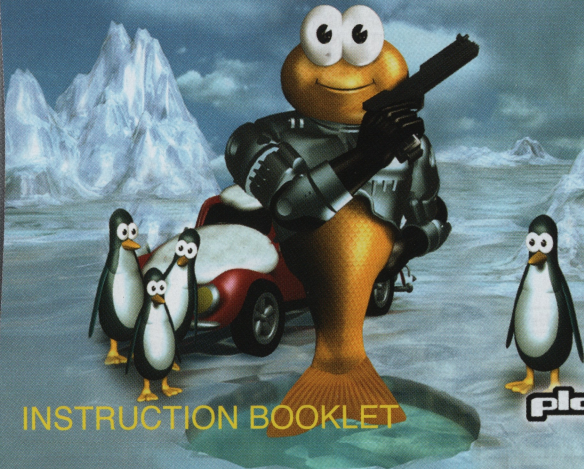


GAME BOY ADVANCE™

# JAMES POND

Codename **ROBOCOD**

AGB-AJDP-UKV



INSTRUCTION BOOKLET



LICENSED BY



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## Game Boy Advance Game Pak conforms to:

- TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3
- EMC Directive (89/336/EEC)



D-63760 Großostheim

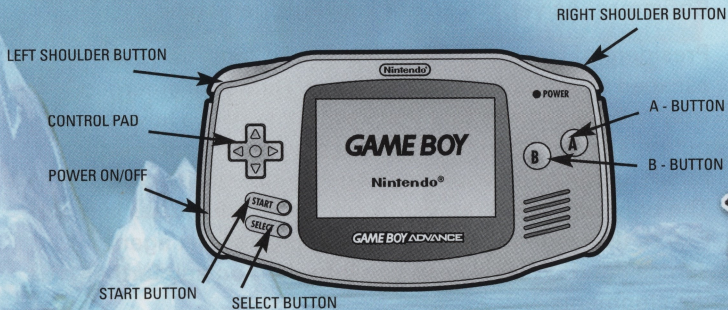
PLEASE RETAIN THE PACKAGING. VERPACKUNG AUFHEBEN.  
CONSERVER L'EMBALLAGE. BEWAAR DEZE VERPAKKING.  
POR FAVOR GUARDA ESTA CAJA. ΔΙΑΤΗΡΗΣΤΕ ΤΗΝ ΣΥΣΚΕΥΑΣΙΑ.  
FAVOR GUARDAR A EMBALAGEM. SPARA FÖRPACKNINGEN.  
GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.  
CONSERVA QUESTO INVOLUCRO.



# Startup Information

03

- Make sure your Game Boy Advance™ system POWER switch is in the OFF position. Never insert or remove a Game Pak when the power is on.
- Insert the James Pond Game Pak into the slot on the back of the Game Boy Advance™ system, label facing out. Press the Game Pak firmly to lock it in place.
- Turn the Power switch on.



# Story

**Oceanic Times 23rd December 2002. Maybe takes over toy factory and holds world to ransom.** In a new bid for world domination, the evil Doctor Maybe has taken over the main North-Pole-based toy factory and has sabotaged many of the toys destined for homes throughout the world this Christmas. As yet, we do not know his demands.

President of North Pole Toys Inc. Mr S.Claus, narrowly escaped from Maybe's evil clutches. Rumours emerged from Whitehall last night that security services have been put on alert and that the highly secretive and successful F.I.5.H. underwater espionage agency has been contacted. The only way to ensure world safety this Christmas is to let F.I.5.H. deal with the problem using their secret agent James Pond! We will keep you informed on any further developments.



**Briefing: Top Secret**

**To:** James Pond

**Codename:** RoboCod™

**Datum:** 23.12.02

**Reference:** Dr. Maybe

**Initial situation:**

Dr. Maybe has taken over North Pole central toy factory

- S. Claus's elves fitted with explosives
- Must be defused within 48 hours

**Mission objectives:**

Infiltrate factory and render S. Claus' elves inactive

**GOOD LUCK!**



# Missions

## **Rescue mission one:**

A sport to catch a mackerel! Jump over ping-pong bats and volleyballs, then stretch high above giant boxing gloves and golf clubs to clobber Dr. Maybe's servants of destruction. If you're lucky enough to find a car, just jump in the driver's seat to use it!

## **Rescue mission two:**

Cuddly, cute and cannotankerous! Rescue sinister stuffed bears and horrified hippos before Dr. Maybe devours them! Pond, there may be an aeroplane hidden somewhere. Use it wisely.

## **Rescue mission three:**

Big top, big hop! Big tops and clowns turn into big problems





and frowns in Dr. Maybe's circus! We were not able to obtain any secret information about this factory, so you'll have to complete this mission on your own.

#### **Rescue mission four:**

Batty bores games! Vicious chess pieces and foul dominoes abound in the board games factory. Use your super stretch-ability to reach secret areas and keep the upper hand.

#### **Rescue mission five:**

Bubbles and bathtubs! Slippery opponents such as secret submarines and lethal fish thugs are out to get you in the bath-toy factory! There may be a modified bath that you can utilise somewhere in there, but watch your step!



**Rescue mission six:**

Music maestro please! Stereo systems, paintbrushes and typewriters were never as unfriendly as this! Work your way through this factory of the arts and don't waste time.

**Rescue mission seven:**

Castle castellations! Run across blocks and escape angry flowers to get over the obstacles outside the castle. Leap on castle windowsills to reach the top of the castle and save the toys! Flowers only attack when you get too close, so try to stay as far away from them as you can!

**Rescue mission eight:**

Crazy cars and cranking coos! Model trains, hungry cars, and

crazed wind-up dolls chase you through the ins and outs of the mechanical toy factory! Remember, Dr. Maybe has a screw loose so stay on the tips of your fins! Use the dolls and small trains to bounce up to the goodies out of reach.

### **Rescue mission nine:**

Sticky sweets and killer cakes! All the world's holiday cakes, sweets and biscuits are made here in Santa's confectionery factory. Battle half-baked cherry Pie Soldiers to make the sour sweets edible again. You may find the umbrellas useful, but do be careful Pond! You're almost ready to confront Dr. Maybe! Good luck RoboCod.



# Menu



## Menu Screen



When you start up the game you will need to select your country's flag so that the correct language is used. After the animation that follows, you will be presented with the main menu screen. From here you can start a new game, continue an old game, or change the game options.



## New Game

Selecting 'New game' with the 'A' Button starts Pond off on his first mission outside Mr. S. Claus' toy factory.

## Continue Game

If you select 'Continue game' with the 'A' Button you will be asked to enter your level code. A level code/password is given to you when you complete a theme or defeat a super toy. Remember to write this down somewhere so you can continue your game next time you turn your Game Boy Advance on! Once you have entered your level code/password select the green tick with the 'A' Button to begin. If you make a mistake, select the red arrow with the 'A' Button to delete one character. You can exit this screen and go back to the main menu by pressing the 'B' Button.



## Options

If you select 'Options' with the 'A' Button you will be able to choose from a few options. The 'Control Style' option controls which button in the game makes you jump (the other will automatically become the stretch button). Press the Control Pad left or right to change the option. This manual assumes that the default 'A' Button is used for jumping.

The 'Music volume' option controls how loud the music is in the game. Press the Control Pad left or right to change the option.

The 'Credits' screen is selected by pressing the 'A' Button and this will list the names of everyone who worked on this game. Press the 'B' Button to exit this screen.



## Controls:

RoboCod, we think that your Expandosuit will take some getting used to, so we've compiled this short list of instructions to help you adjust quickly.

## Moving around:

To move around, use your Control Pad to move left and right, and push the 'A' Button or press up on the Control Pad to jump and bounce around.



## Stretch Yourself:

Press the 'B' Button to stretch up. If you extend to a ledge, release the 'B' Button to grab it and your body automatically snaps up! Then press the Control Pad right or left to move sideways. To drop down, push the Control Pad down. If one of Maybe's Meanies bites your tail while you're stretching, you'll snap back down, so time your stretching carefully (for long distance stretching, try wiping out the Meanies around you before you begin stretching).



## Mash Maybe's Meanies:

To land on a Meanie, push the Control Pad up to jump up and



right or left to position yourself over them. Push the Control Pad down in mid air to compress RoboCod and mash the Meanie when you land on it. Some Meanies only need one hit, but others take more hits before they disappear. Push the Control Pad up or press the 'A' Button as you land on a Meanie for an extra high rebound!



### **Look Around:**

To look around, press the 'R' Button and then use the Control Pad to move the screen around. In this way you can look for any nasty surprises that may await you off-screen.



## **What you see:**

Each factory is guarded by Dr. Maybe's El-Cheapo security system. Why was it so cheap? Because it doesn't work in the frozen wasteland of the Arctic. The system has short circuited, allowing you to pass freely from one factory to the next, but only in order from the ground up.

## **Barber Pole Exits:**

To exit most rooms, walk to the Barber Pole Exit when it's flashing. Sometimes you'll have to collect all Elf Bombs in a room before the exit flashes, sometimes you won't (in a secret bonus room, for instance, the exits are always flashing).

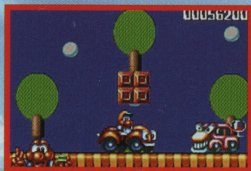


## In-Game Menu Screen:

If you press the 'Start' Button the game will pause, and you'll be given two options: 'Continue' or 'Exit'. Selecting 'Continue' unpauses the game and you can continue playing. The 'Quit' option will exit the game and return the player to the opening sequence which leads back to the main menu.

## Bonus Block:

Bump these blocks from underneath and collect the surprises inside for extra points. Watch out for the black bottles of poison!



## Remaining Chances:

In the bottom left-hand corner of your screen, RoboCod tells you how many chances you have left to finish the game. In one hand, RoboCod counts down your chances to catch Dr. Maybe. In the other hand, he holds batteries for the Expandosuit. Each time one of Maybe's Meanies touches you, you'll lose a battery. When you're out of batteries, the suit stops working and you lose a chance. Stock up on batteries by collecting stars. You have a maximum of four lives and five batteries.



## Bonus Rooms:

Every level has a bonus room. To get to it, you must collect all 3 golden bells on





the level. If you collect all three you will be automatically transported to the bonus level after finishing the normal level. You get more time in the bonus level by collecting clocks and watches in the normal level. When your time runs out, or when you touch an exit pole, you will continue to the next level.

### **Elf Bombs:**

Dr. Maybe's bombs have been attached to the hard working elves of Santa's factory. There are between one and twenty Elf Bombs on each level and you must rescue all the elves before the Barber Pole Exit flashes. There are no Elf Bombs in bonus rooms.



# Hidden Treasures

## Power Stars

Pick up Power Stars for an extra Expandosuit battery.

## Bullet-proof Armour

Dr. Maybe has scattered suits of armour around different areas of the factory. When you discover a suit of armour, pick it up for temporary protection.

## Wing Attachments

Before our scientists could attach your wings, Maybe's Meanies stole them and took them to different places around the factory. When you pick them up, press 'up' on the Control Pad or press the 'A' Button to fly, and left or right to move sideways.

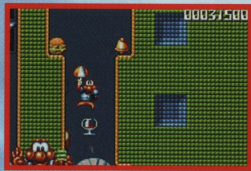


## Golden Ankhs

Pick up a Golden Ankh for an extra life.

## Umbrellas

When you fall, you fall fast and hard - that's the price you pay for wearing a ton of steel. Pick up umbrellas you find along the way to slow your fall. To manoeuvre mid-fall, just move Control Pad right or Left.



# Special Hint

## Special Hint for very Special-Agents

Our scientists discovered a very rare characteristic of the presents produced by North Pole Toys Inc.! Because of the way they are magically produced, there seems to be a way to unlock the magical powers within them and use them in your mission! Because of the short period of time since this discovery, our scientists don't know exactly how to reveal the powers hiding in them! What we know for sure is that there is a connection between the presents collected and the order of collecting them. We think you will notice the effect of a right combination after you found one. So keep on trying to find out more about this mystery because it will assist your efforts in defeating Doctor Maybe.





# The PEGI age rating system:

Age Rating categories:

Les catégories

de tranche d'âge:



[www.pegi.info](http://www.pegi.info)



[www.pegi.info](http://www.pegi.info)



[www.pegi.info](http://www.pegi.info)



[www.pegi.info](http://www.pegi.info)



[www.pegi.info](http://www.pegi.info)

Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



**BAD LANGUAGE**  
**LA FAMILIARITÉ**  
**DE LANGUAGE**



**DISCRIMINATION**  
**LA DISCRIMINATION**



**DRUGS**  
**LES DROGUES**



**FEAR**  
**LA PEUR**



**SEXUAL CONTENT**  
**LE CONTENU SEXUEL**



**VIOLENCE**  
**LA VIOLENCE**

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungssystem (PEGI) besuchen Sie bitte:

<http://www.pegi.info>



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